

# AON INSURANCE SKINS GAME

## How to win an end/skins

A coin toss will determine Hammer/Rock colour at the start of the game.

With Hammer your team scores 2 or more points in the end.

Without Hammer your team steals 1 or more points in the end.

If neither of these happens, the end is a Carry Over.

When a Carry Over occurs, the skins will be added to the next end.

A team loses the Hammer when they win or carry over an end.

**Games are 8 ends with no new end 1:50 hrs from scheduled start time.**

No skins are awarded for ends that were not played.

**If game ends with a Carry Over, a draw to the button (with Sweeping) will determine the winner of any carry over skins. (if both shots cover the pin, it is considered a tie and teams will re-draw.**

## Each end will have a specific skin value

|       |   |   |   |   |   |   |   |    |
|-------|---|---|---|---|---|---|---|----|
| End   | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8  |
| Skins | 2 | 2 | 4 | 4 | 5 | 6 | 8 | 10 |

The team who wins the most skins at the conclusion of the game will receive a **Winner's Bonus of 10 Skins.**

**Score Cards...** To assist the Vices in recording game scores, a score card is available and located on the bulletin board. Record your scores on this sheet and mark your team's total skins for the game on the team sheet (also on the bulletin board.)

**The score boards in the arena can be used to indicate which ends your team won skins.** (So spectators can follow the action!)